

WAGNER'S FLYING DUTCHMAN

PROG 459
1 MAR 86

IN ORBIT
EVERY
MONDAY

2000 AD

FEATURING JUDGE DREDD

\$1.00 Malaysia
70c Australia
70c New Zealand
88p Hungary
210c Venus
66p Mars
10p Asteroid Belt
110p Saturn
2p Pluto
42p Neptune

24p
EARTH
MONEY

EWING

COLOSSAL,
HUH ?

SHUT UP,
CREEP !

NERVE CENTRE

BORAG THUNGG, EARTHLETS.

Horrifying news reaches my sensors! Sums of up to £10 in Galactic Groats are being charged by thrill-merchants for early issues of my cosmic comic! This is all very well if you're rolling in the stuff, but I know that many of the Squaxx dek Thargo are but a short step away from penury as it is, without having to dig deep into their threadbare pockets. It is with this in mind that I announce *Judge Dredd - The Early Cases*...a special 6-issue mini-series featuring the great lawman in his very first adventures. These 36-page full-colour bargains will be on sale every month - starting with Issue 1 on 24th February, Earth time - at an unbelievable thrill-value price of 60 Terran pence. Dredd the word! SPLUNDIG VUR THRIGG!

THARG



THE LAW



Drawn by Earthlet
C. McWilliam, Dundee.
£10 Winner.

PAINT YOUR WAGNER

Dear Tharg the Mighty,

Over the last two years I've been collecting lead miniatures of your characters. When I decided to enhance their thrill-power by painting them, I used my back progs for reference, so as to get the colours for the figures as authentic as possible. Unfortunately, I found *Judge Dredd's* uniform to be blue with gold elbow pads in some stories, and black with green elbow pads in others! Is one of these not correct, or has he simply got two uniforms? Also, should his badge, chain and shoulder pads be gold or yellow?

From model Earthlet Daniel Gomes, Nottingham. £5 Winner.

Steam-robot Tom Frame, my antique colouring specialist, explains all: "The uniform has been modified over the years, but at the moment it is blue, with green elbow pads. The badge, the chain and the shoulder pads are light gold."

THE MISSING LINKS

Dear Tharg,

I noticed that in the superb *Judge Dredd* story "West Side Rumble" (Prog 434) the chain on Big Zit's weapon kept shrinking. On the cover it had 22 links; then while they were waiting in ambush it had 17; and on its final appearance it only had 13! Please explain.

From Earthlet Nigel Macdonald, Boroughbridge, North Yorkshire. £5 Winner.

BRAIN STOPPED PLAY

Dear Tharg,

I would like to know if anybody has yet understood the *Judge Dredd* role-playing board game enough to play it, apart from the scientist who conjured it up. I am 20 years of age, and do not consider myself half-sharp, but could you help me out by simplifying the Judge's Manual and the Game Master Book, so that I could get to play a game before the year 2000?

From Earthlet P. Revill, Kettering. £5 Winner.

No, I couldn't - but enquiries to the game's creators, Games Workshop, at 27/29 Sunbeam Road, London NW10, may well elicit assistance.

HELLMAN (MILLS TIMES)

Dear Mighty One,

I would be very grateful if you would clear up an argument I'm having on two counts: whether or not 2000 AD 'swallowed' the comic called *Action*; and whether or not there was a character in *Action* called Hellman, as in the story "Hellman of the Tank Corps". I think there was such a story, and the head of my department - Geoff Hellman - does not.

From listening Earthlet Mick Smith, c/o Midland Bank PLC, London. £5 (would you like notes or coins?) Winner.

Action was 'swallowed', as you put it, by *Battle*, not by my own cosmic comic. As for your other query... "The story started as 'Hellman of Hammer Force' in Issue 1 of *Action*, then it became 'Hellman of the Afrika Korps', and so on until he reached the Russian Front!" (Pat Mills, editor of *Action* in a previous incarnation.)

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

List your three favourite stories
IN THIS PROG on the coupon and
enclose it with your entry.

1.....

2.....

3.....

I Dislike:.....

My Age is..... 459

AHH... PRIVATE JONES. I HEAR YOU LEFT THEN RE-ENLISTED. WELL, OKAY... IT HAPPENS. WELCOME BACK TO BETA PLATOON.

YOU DON'T KNOW ME... I'M SERGEANT JUNO MYRMIDON, REPLACING THE LATE SERGEANT KRAUSE AS UNIT COMMANDER.

BETA

2000AD
Credit Card:
SCRIPTS BY
ALAN MOORE
ART BY
IAN GIBSON
LETTERING BY
STARKINGS
COMPU-73

YOU'LL FIND A FEW NEW FACES AROUND HERE...

MOST OF GAMMA GOT WIPE OUT IN LOBIS LOYO FANN SELLING AND THE SURVIVORS HAVE BEEN PLACED WITH BETA, REPLACING OUR OWN CASUALTIES. IT'S THROUGH HERE...

YEAH. I KNOW.

H-HALO! YOU'RE B-BACK! TH-THEY SAID YOU WERE CUH-COMING, BUT I WUH-WASN'T SURE... OH, IT'S SO G-GOOD TO S-SEE YOU!

HELLO MONA.

I CUT IT.

UH... W-WHAT HAPPENED TO YOUR HAIR?

OH. W-WELL, IT'S V-VERY NICE.

YOU'RE BACK J-JUST IN TIME.

BETA P-P-PLATOON'S BEING M-MOVED FROM WARZONE EIGHTEEN TO THE P-PLANET MOAB...

GREAT. I COULD USE THE BREAK.

HOW DOES MOAB RATE? IS IT WARZONE NINETEEN, TWENTY, SOMETHING LIKE THAT?

M-MOAB? OH GOOD G-GRAVITY. NO!

MOAB'S WUH-WARZONE ONE.

KRI

TIESSH

The Ballad Of

HALO JONES

8: Heavy Duty

"WARZONE ONE. MOAB. THE MOST BATTLE-BUSTED WORLD IN THE WHOLE OF TARANTULA. THAT'S WHERE WE'RE GOING."

"WELCOME BACK TO BETA PLATOON, HALO JONES. (BIG JOKE. HA HA.)"



"THE PLATOON'S CHANGED WHILE I WAS AWAY. 'LIFE SENTENCE' IS ONE OF THE WOMEN FROM GAMMA PLATOON WHO'VE BEEN MOVED TO BETA."

"SHE STILL WEARS HER NECKLACE."



"IN THE MESS HALL TODAY SHE STOOD UP FOR ME. A COUPLE OF THE NEW GIRLS WERE MAKING REMARKS..."

SEE HER? ONE WITH HER HAIR ALL CHOPPED UP?

YEAH?



THAT'S JONES. WENT COMBAT CRAZY AND SCALPED HERSELF. DISGRACE TO THE UNIFORM. SOMEBODY OUGHTA...

UHH...

WHAT DO YOU WANT?



I WANT YOU TO SHUT YOUR MOUTHS.

AAAAAAAAAAAA!



GOES FOR EVERYBODY. LEAVE HER ALONE. SHE'S ALL RIGHT, OKAY?

SHE'S ALL RIGHT.



DON'T WORRY. GONNA TAKE CARE OF YA. YOU RE-ENLISTED. YOU'RE LIKE ME.

"LIFE SENTENCE" RIGHT? HUH HUH HUH HUH.

TWO OF A KIND NOW. YOU UNDERSTAND WHAT I'M SAYING?



"AND THE WORST OF IT WAS, I DID..."

"...BUT I STILL DIDN'T UNDERSTAND ABOUT MOAB.
NOT EVEN AFTER THE HOLO-REEL THEY SHOWED US."



MOAB
THE BIGGER
THEY ARE
THE HARDER
THEY FALL



MOAB, WAR-
ZONE ONE, IS
THE SINGLE
BIGGEST NON-
GASEOUS
PLANET SO FAR
ENCOUNTERED
BY HUMANITY

IT IS SLIGHTLY
LARGER THAN JUPITER,
IN THE HOME SYSTEM.
UNLIKE JUPITER, IT IS
COMPOSED OF SOLID
ROCK AND ORE.

THE GRAVITY IS
ENORMOUS. OUTSIDE
OF THE 6-SHIELDED
TUNNEL ENVIRONMENTS
THAT COVER MOAB'S
SURFACE, NOTHING CAN
LIVE WITHOUT A
GRAVITY SUIT.

THE COLONY REBELS,
MORE ACCUSTOMED TO
THIS, CHOOSE THE
HEAVIEST GRAVITY ZONES
TO FIGHT FROM.

IN SUCH HIGH
GRAVITY, EVERY
PRECAUTION MUST
BE TAKEN TO
SURVIVE.

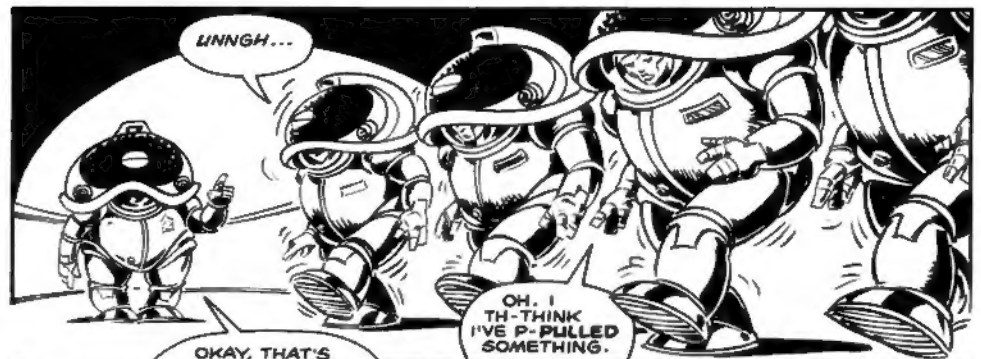
BUT THE MOST
DISTURBING ASPECT
OF MOAB'S GRAVITY
IS ITS EFFECT ON TIME.
ACCORDING TO BOTH
EINSTEIN AND
KLEMPERER, TIME
IS A PRODUCT
OF GRAVITY. THERE-
FORE...

"THAT WAS
AROUND THE
POINT WHERE
I STOPPED
LISTENING."

IF A FAULTY,
UNCHECKED GRAVITY
SUIT SHOULD FAIL,
ITS WEARER WILL BE
REDUCED TO A LARGE
RED PUDDLE, SEVERAL
MOLECULES THICK.
INSTANTLY.

"SCIENCE.
WHO NEEDS IT?"





"ACCORDING TO SERGEANT MYRMIDON, ON MOAB I'LL WEIGH SEVERAL HUNDRED TONS, SO I SKIPPED DESSERT TODAY, TO COMPENSATE...



FROM OUT OF THE
NINTH DIMENSION,
GRIMNISMAL HAD
COME TO DESTROY THE
EARTH...

HE WOULD LEAD HIS FELLOW DARK GODS AS THEY
BROKE OUT OF THE WORLD THAT HAD BEEN THEIR
PRISON FOR MILLIONS OF YEARS...

...AND ONCE AGAIN,
RULED THE STARS!

HE'S STILL
WEAK FROM HIS
REGENERATION!
HIT HIM WITH
EVERYTHING
YOU'VE GOT!

BUT FIRST, THESE ANIMALS
MUST BE DEALT WITH...

HE COULD
DO WITH A
MANICURE!

AND I
COULD DO
WITH A DRINK!
LOOK AT THE
SIZE OF HIM!

GRIMNISMAL SENSED VAGUELY THE CREATURES
WERE TRYING TO HURT HIM...

Slaine

SCRIPT:
DRE MILLER
ART:
GLENN FABRY
LETTERING:
STEVE POTTER











Game: Pat Mills. Art: Garry Leach and Una Fricker.

LAST WEEK

YOUR WARP RATING: _____

TREASURE: _____

OBJECTS FOUND: _____

DAMAGE TO GRIMNISMAL: _____

(From Part 12)

If YOU chose...

A) You do a salmon leap above Grimmismal and bring your sword down towards his head...but the Dark God avoids your blow and lunges with his mandibles which grip you by the throat. You struggle in vain as his razor-sharp fangs stab into your head. In the few seconds before you lose consciousness, you're aware he's dropping you into his stomach pouch where the acids dissolve you. **Your quest has failed.**

B) You swing your sword at his neck, but he parries the blow with one claw and drives his other claw into your stomach, draining your aura, leaving you a mummified husk. **Your quest has failed.**

C) You hurl the acid into his face - but it causes no damage. In fact it seems to refresh him. Go to THIS WEEK where your battle continues.

D) You do a salmon leap over Grimmismal and slash through one of his tentacles. It's a vital feed tube and the loss of nourishment causes him **50 warp points of damage**. Make a note of it, then go to THIS WEEK where your battle continues.

E) You kick him in the face, but he catches your foot in his mandibles and starts to eat it. You're dragged upside down towards him and your head is submerged in the foul liquids in his pouch. **Your quest has failed.**

F) You blast him in the face with fire from your sword, but it only causes him **10 warp points of damage**. Make a note of it, then go to THIS WEEK where your battle continues.

G) If you attacked Grimmismal in another way...here are some of the possibilities you may have thought of...

1) Attacking his eyes, stomach or other parts of his anatomy with fire from your sword - same fate as F).

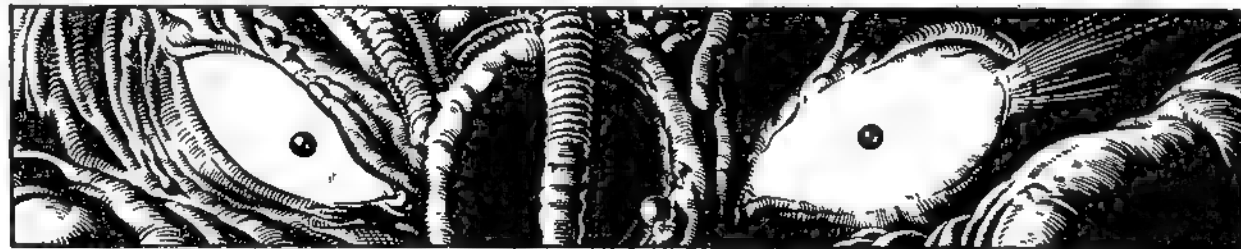
2) Throwing Ukko, Nest or Mordach at Grimmismal to distract him while you hack at him with your sword. You cause the Dark God **20 warp points of damage**, but the loss of one of your group may affect later choices and mean you never leave the tomb alive. If you sacrificed Ukko to the Dark God, you will have to leave his treasure behind. Remember to deduct their individual warp rating, given in part one, from your total.

3) Any ordinary sword thrusts - same fate as B).

4) Running away. The Dark God pursues you and you suffer the same fate as A).

5) Group attack. This causes the Dark God **12 warp points of damage**. Make a note of it, then go to THIS WEEK where your battle continues.

6) If your idea isn't listed, find the nearest to it and judge for yourself whether it would be successful. Then go to THIS WEEK where your battle continues.



THIS WEEK

The clock is no longer needed as Grimmismal has awoken, but he is weak from his regeneration and it is still possible for you to destroy him.

Start by deducting damage you've already inflicted on him.

GRIMNISMAL'S ORIGINAL WARP RATING: 300

Less damage _____

NEW WARP RATING: _____

(When his regeneration is complete, his warp rating will increase dramatically.)

Now your battle with the Dark God continues, similar to the fight in this week's episode. The **combat chart** opposite is a blow-by-blow account of your battle, which lasts ten rounds. You roll the dice in the usual way and note the damage caused (either to you or Grimmismal) in the appropriate column on the chart. (After round

ten, damage to both sides is added up and the totals deducted from your respective warp ratings.)

A) Note that Grimmismal attacks first in rounds 1, 3, 5, 6 & 10. Therefore, the first roll of the dice in these rounds counts for him.

B) There are different combat adds (and subtracts) for each round. Remember to add these to (and subtract from) the total each time you roll. **N.B. Stone's usual combat add does not apply here.**

EXAMPLE

In round one, Grimmismal attacks first. He scores 8 and you add +3 to that, giving a total of 11. Then you roll for your group. The score is 6 and you add +1 to that, giving a total of 7. The difference in the scores is 4, which you note in the "Damage To You" column. You then proceed to round two.

In round nine, you can specify your own idea of how to attack Grimmismal. For instance, you might try to jump on his back and thrust your sword in his side (+2 combat add). Judge yourself whether your idea would work and its value - comparing it with previous examples - and write down your idea in round nine **before starting**. If you don't have any ideas, skip round nine and go straight to round ten.

| COMBAT CHART | Combat Add | Grim Damage | You Damage |
|--|------------|-------------|------------|
| 1) With a blood-curdling screech, Grinnismal tries to stab you in the face. You try to chop off his hand. | +3 +1 | | |
| 2) You attack as a group. Grinnismal sneers and doesn't even bother to defend himself - so only roll for yourself and record the score as damage to him. | +2 | | NO DAMAGE |
| 3) Hissing with hate, he tries to bite you in the head. You try to stab him in the chest. | +3 +1 | | |
| 4) You try to hack through one of his vital feed tubes. He tries to avoid. If your score is higher, you have succeeded - forget the difference between your dice rolls and simply deduct 50 warp points from Grinnismal. | +2 +1 | | NO DAMAGE |
| 5) He spits venom in your eyes. You try to avoid, but slip on the slimy floor | +1 -1 | NO DAMAGE | |
| 6) He kicks you on the ground. You try to chop his leg off. | +4 +1 | | |
| 7) You get to your feet and slash him across the face with your sword. He tries to duck and bite your arm off. | +2 +1 | | |
| 8) You try to hack through another feed tube. He tries to avoid. If your score is higher, you have succeeded - forget the difference between your dice rolls and simply deduct 50 warp points from Grinnismal. | +2 +1 | | NO DAMAGE |
| 9) You He lashes at you with his claw. | +1 | | |
| 10) He tries to ram his claws into your stomach. You try to leap clear. If Grinnismal's score is higher, he has succeeded. Forget about adding up any warp points - the damage is fatal! He drains your aura. Your quest has failed. | +2 | NO DAMAGE | |
| TOTAL | | | |

You were then overpowered by the Cythrons, but your battle with Grinnismal could continue next week. Deduct the damage you have inflicted on each other from your warp ratings and make a note of your new ratings below.

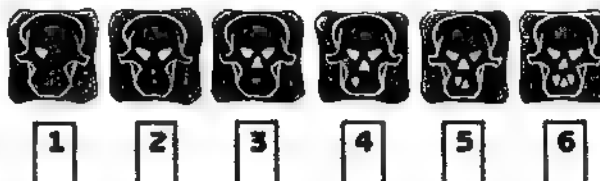
YOUR NEW RATING:

GRINNISMAL'S NEW RATING:

TREASURE:

OBJECTS FOUND:

Then at the end of the episode, you risk being turned into a gibbering imbecile. This will be decided by the ancient system of dice divination or casting lots. Roll one die and tick the number it shows:



Discover next week if your mind has snapped under the strain!

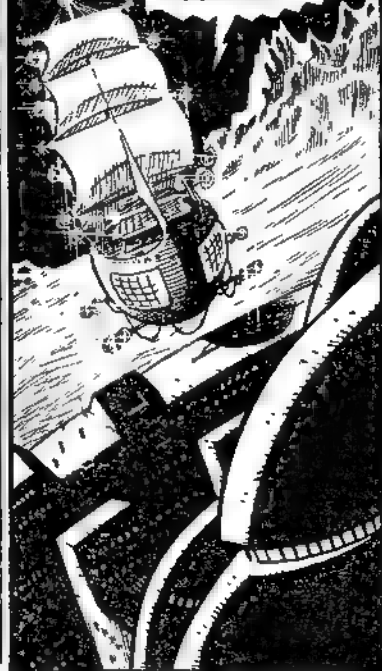
NEXT PROG: THE FINAL BATTLE!

SAY GOODNIGHT, NORMO!

THIS SHIP'S GOING DOWN -
AND THE HALL OF JUSTICE
WITH HER!

The Last Voyage of
THE FLYING DUTCHMAN

CRUISE SHIP
FLYING DUTCHMAN
RETURNING TO CITY.
ENTRY PERMISSION
REQUESTED.



ROGER, DUTCHMAN! YOU'RE
LOGGED AT 2107 HOURS.



0200 HOURS. ON THE CITY HEIGHTS
A JUDGE MAKES AN ARREST -



FOR A MOMENT BOTH LAWMAN AND LAWBREAKER
PAUSE TO WATCH THE MAJESTIC SHAPE GLIDE BY -



IN THE LAWMAN'S MIND,
WHEELS ARE TURNING.
THERE'S SOMETHING
DIFFERENT ABOUT THE SHIP
TONIGHT. SOMETHING NOT
QUITE RIGHT...

THE DECK...
NOBODY ON DECK!

ON A NIGHT LIKE THIS
THE PASSENGERS ARE
USUALLY LINING UP TO
CATCH THE CITY VIEW!

I'LL CATCH IT UP AT
HARMON POINT.

CONTROL! GOT ONE ON HOLD.
HEIGHTS BOULEVARD.
LURKING, THREE MONTHS.
PICK HIM UP!



CONTROL! I'M AT HARMON POINT!
SUSPECT THERE COULD BE SOMETHING
WRONG ON THE FLYING DUTCHMAN!
AM GOING ABOARD!

KEEP US
INFORMED,
DREDD.



STOP YOUR SNIVELLIN'! SUFFER?
YOU NORMOS DON'T KNOW HOW
TO SUFFER!

WELL, YOU'RE
GONNA LEARN!



UNHH!



WHAT THE SNECK - AAAGH!



OKAY, WHAT'S THE STORY?



JUDGE DREDD!

MUTANTS - THEY HIJACKED THE SHIP OUT IN THE CURSED EARTH!



THEY'RE A SUICIDE GROUP - THE MUTANT AVENGERS.

THEY'RE GOING TO CRASH THE DUTCHMAN INTO THE GRAND HALL OF JUSTICE - AND US WITH IT!

HOW MANY MORE OF 'EM ON BOARD?

THREE OR FOUR. UP ON THE BRIDGE WITH THE CAPTAIN.



I DON'T KNOW WHAT'S GOING TO HAPPEN HERE, BUT BETTER START MOVING PASSENGERS TO THE LIFE PODS. USE THE LOWER DECK PODS SO YOU WON'T BE SEEN.

AS SOON AS YOU HEAR ANY GUNFIRE, THAT'S YOUR CUE.

RIGHT. COME ON, PEOPLE! SIR! GET MOVING!



GRAND HALL IN SIGHT, SEPTICK!



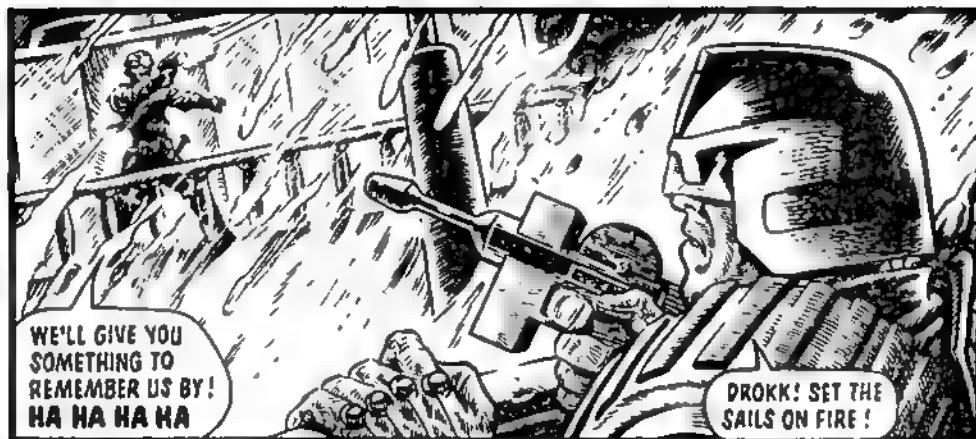
SET COURSE STRAIGHT FOR IT! FULL SPEED AHEAD!

AND GIMME THAT FLARE!



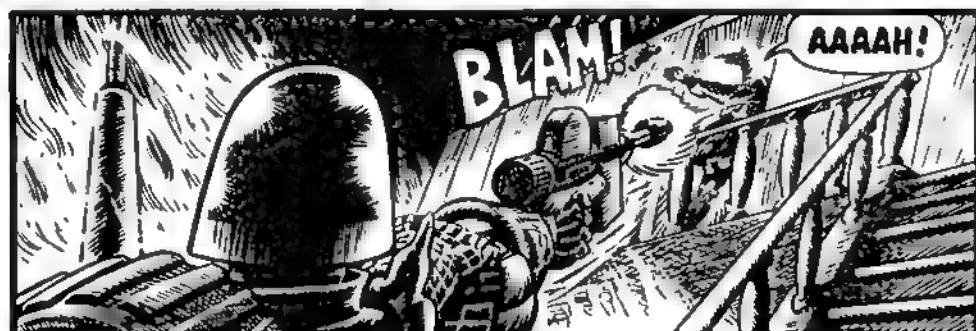
CURSE YOU,
MEGA-CITY, FOR
THE WAY YOU'VE
TREATED US!

CURSE YOU,
JUDGES, FOR
THE EVIL
YOU'VE
DONE!



WE'LL GIVE YOU
SOMETHING TO
REMEMBER US BY!
HA HA HA HA

DROKK! SET THE
SAILS ON FIRE!



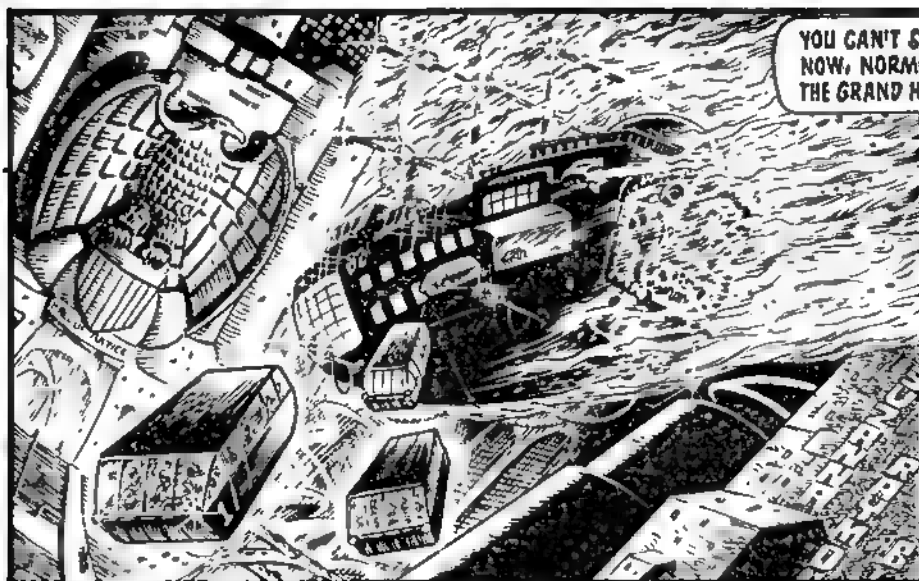
BLAM!

AAAAH!



A STINKIN' JU- AAAHH!

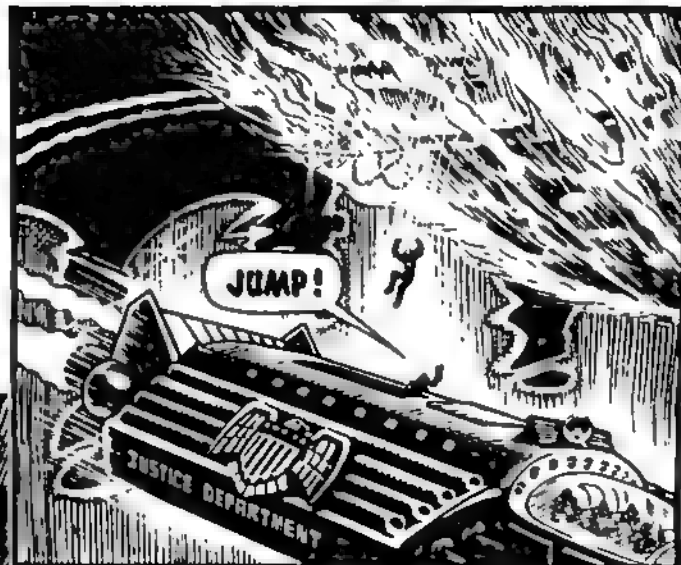
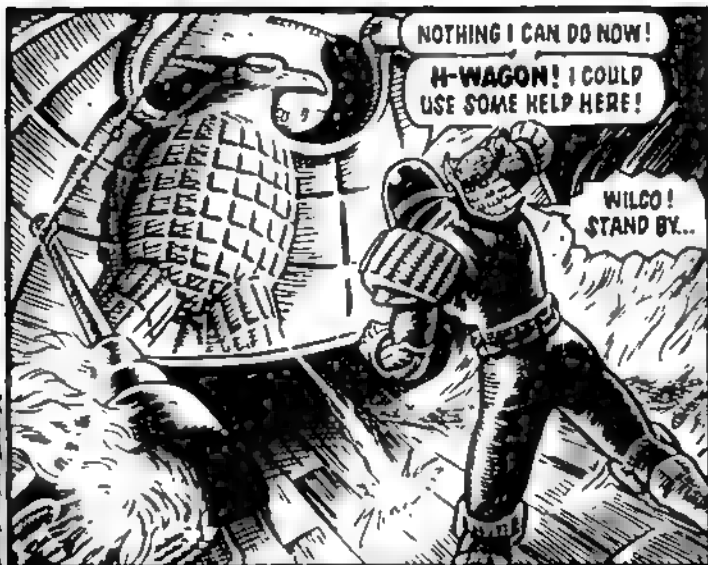
BLAM!
BLAM!

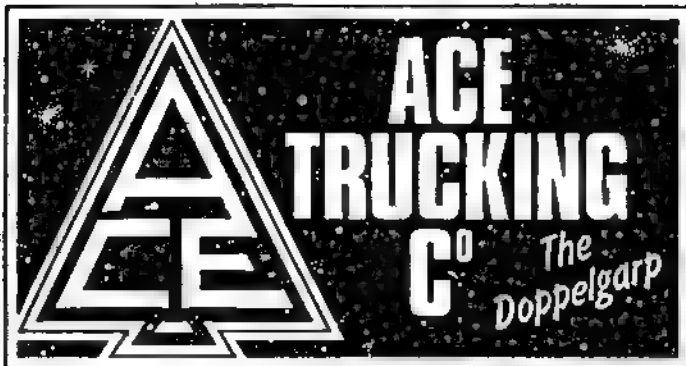


YOU CAN'T STOP THE FLYIN' DUTCHMAN
NOW, NORMO! SHE'S GOIN' DOWN - AN'
THE GRAND HALL OF JUSTICE WITH HER!



ANTI-GRAV
MOTOR'S JAMMED!





SPACE TRUCKER ACE GARP HAS BEEN HURLED INTO A PARALLEL UNIVERSE, WHERE HE HAS BEEN RESCUED BY HIS DUPLICATE, OR DOPPELGARP. NOW, THE TWO ACES ARE INVOLVED IN SMUGGLING ILLEGAL BOOZBUGS TO UCKPUCK, THE CHICKEN WORLD.







SORRY, ACE. IT WAS THE SPARE ONE—I WAS KEEPING IT OUT OF FEEK'S REACH.

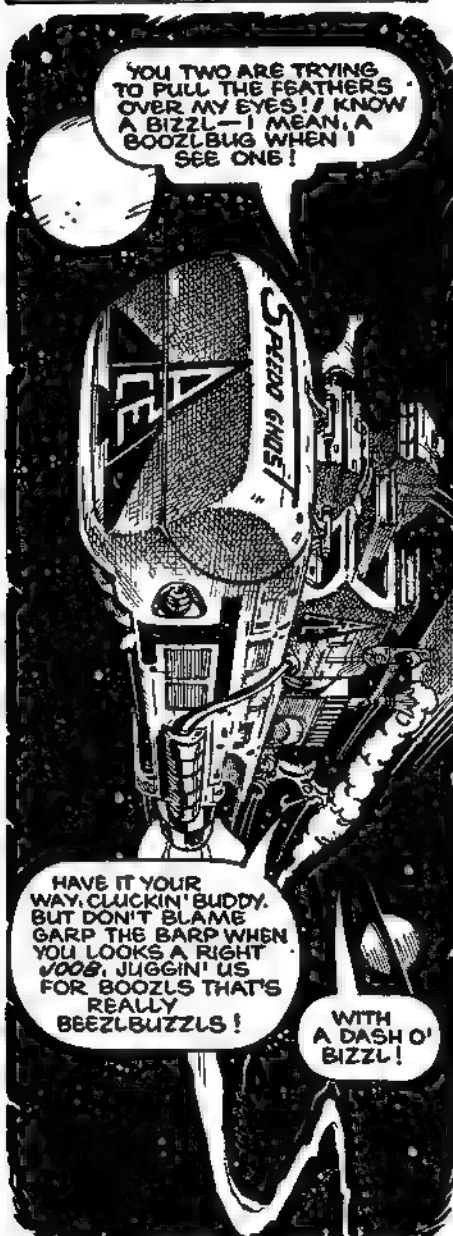
DON'T GNAW THE CLAW, G-B-H. JUST LEAVE THIS TO THE BIG A!



BOOZLBUG? THAT AIN'T NO BOOZLBUG!

ANYBODY WITH PEEPERS CAN BLIP THAT'S A BEEZLBUZZBUG!

SURE AS EGGS IS, CLUCKIN' BUDDY! A BEEZLBUZZBUG—MAYBE JUST A DASH O' BIZZL IN IT, TOO!



YOU TWO ARE TRYING TO PULL THE FEATHERS OVER MY EYES! I KNOW A BIZZL—I MEAN, A BOOZLBUG WHEN I SEE ONE!

HAVE IT YOUR WAY, CLUCKIN' BUDDY. BUT DON'T BLAME GARP THE BARP WHEN YOU LOOKS A RIGHT JOOB, JUGGIN' US FOR BOOZLS THAT'S REALLY BEEZLBUZZLS!

WITH A DASH O' BIZZL!



THERE'S ONE WAY TO SETTLE THIS—

FREERANGE! FRONT AND FORWARD!

SAH!



IN THE INTERESTS OF THE DEPARTMENT, I'M ORDERING YOU TO EAT THIS CONTESTED BOOZLBUG!

B-BUT IT'S ILLEGAL, SIR!



I'LL DECIDE WHAT'S LEGAL AND ILLEGAL ROUND HERE! YOU'RE DOING THIS IN THE LINE OF DUTY, FREERANGE—EAT IT!

I REFUSE!

YOU REFUSE?



YOU'RE ONLY ASKING ME TO DO IT BECAUSE I MENTIONED ROOSTER COGBURN!



NEXT PROG: "FREERANGE EGGS!"

Strontium Dog

793 AD. MAX BUBBA AND HIS MUTIE GANG HAVE ESCAPED FROM THE FUTURE BACK TO THE VIKING AGE. NOW, AT HIS HQ IN NORTHERN NORWAY —

MAX! MAX — COME AN' SEE THIS!



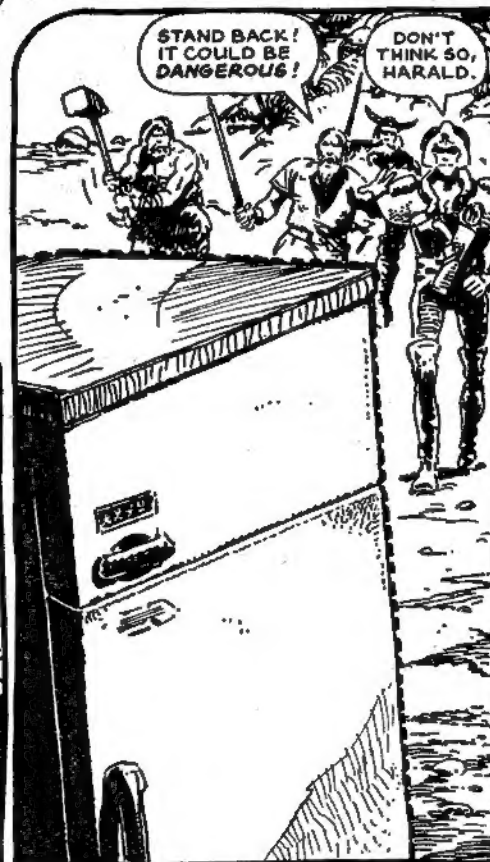
2000AD
Credit Card

WRITTEN BY
ALAN GRANT
ART BY
ARI ROBBY
C. EZQUERRA
LETTERING BY
ROBOT
KID ROSSON

COMPU-73c









THE VIKINGS HAD NOT EATEN FOR MANY HOURS —

THERE'S ONLY ONE EXPLANATION...
THE DISTORTIONS ARE GETTIN' WORSE — CREATING HOLES IN TIME ITSELF.



CARELESS DRIVING COSTS LIVES



Issued by Justice Dept. Traffic Division in the interests of road safety.